

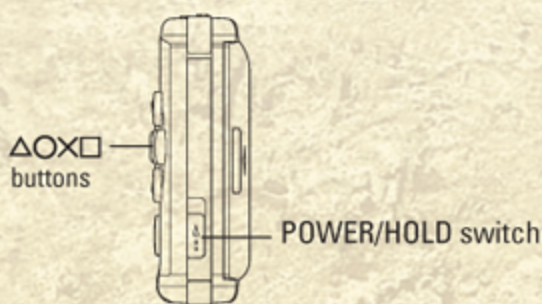
UNTOLD LEGENDS THE WARRIOR'S CODE™

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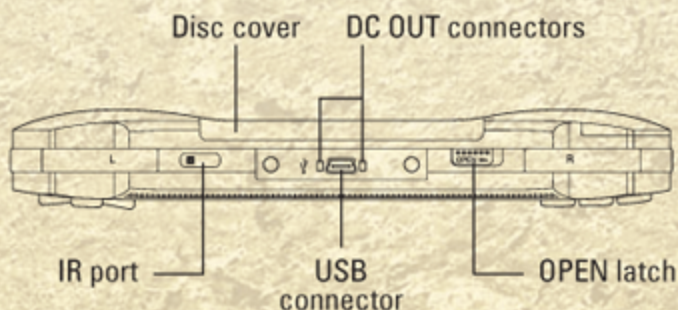
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Getting Started

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Untold Legends™ The Warrior's Code™* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game Icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

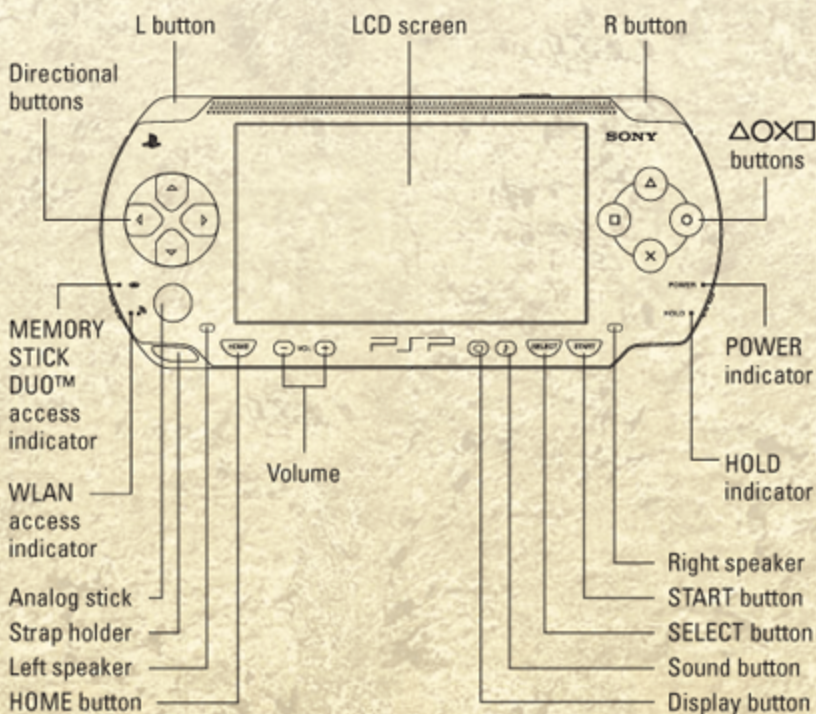
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Starting Up

PSP™ (PlayStation®Portable) system configuration



Controls

Menus

Menu Navigation

Select Menu Item

Back / Cancel

Directional buttons



Game Controls

Move

Attack

Charged Attack

Context Action

Attack of Opportunity

Use Special Ability 1

Use Special Ability 2

Use Special Ability 3

Use Special Ability 4

Use Special Ability 5

Use Special Ability 6

Use Health Potion

Use Power Potion

Block

Switch Weapons

Transform

Quick Chat

Orbit / Zoom Camera

Mini-Map Toggle

Pause Game / Options Menu

Information Screens

Analog stick



ⓧ (hold)

Ⓜ (hold)

Ⓜ (hold)



Left button

Right button

Up button

Down button



Ⓛ (hold) + Ⓡ

Ⓛ (hold) + ⓧ

Ⓛ (hold) + ○

Ⓛ (hold) + △ (hold)

Ⓛ (hold) + Ⓜ

Ⓛ (hold) + Directional buttons

Ⓛ (hold) + SELECT

START (Single player only)



Information Screens

Cycle Screens Right

Cycle Screens Left

Screen Navigation

Exit to Game

Rotate / Zoom Paper Doll



Directional buttons

○ or SELECT

Analog stick

Inventory Screens: Weapons - Armor - Trinkets

Equip / Un-Equip / Combine	⊗
Drop Item	△
Toggle Info	Ⓜ (hold)

Using the Inventory Screen

1. Press **SELECT** to enter the Information Screens
2. Press **R** to cycle right through the Information Screens
3. Press **L** to cycle left through the Information Screens
4. Press up, down, left and right to navigate the inventory
5. Press **⊗** to Equip / Un-Equip / Combine
6. Press **△** to Drop Item
7. Press **Ⓜ** to Toggle Info

Character Screens: Stats - Specials - Perks

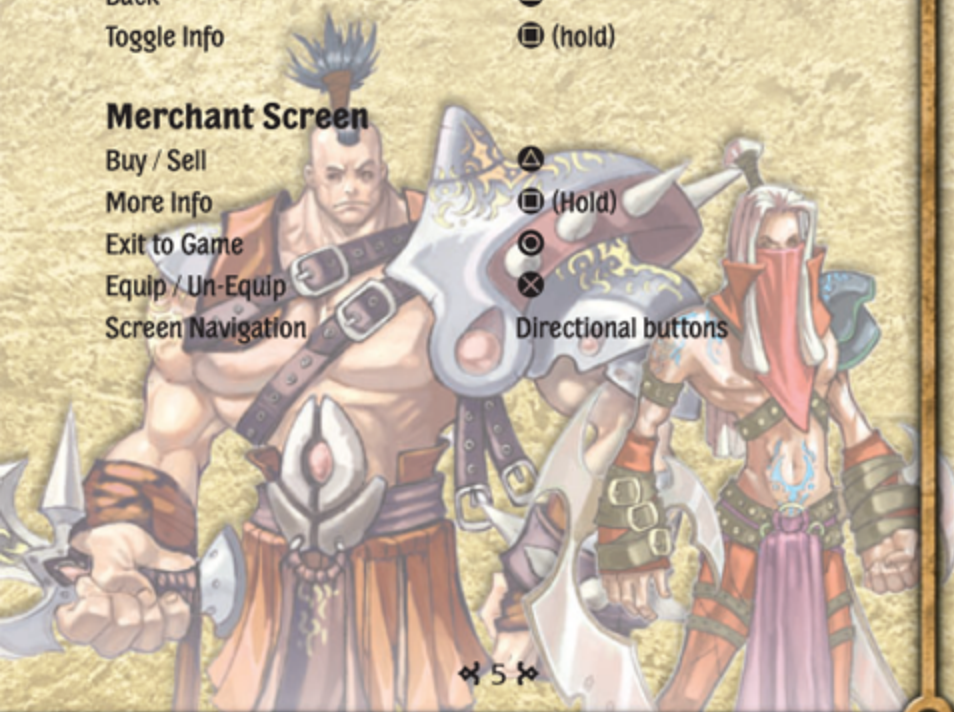
Level Up / Apply Points to Special Ability	⊗
Assign Special Button	△
Accept Applied Points	⊗
Toggle Info	Ⓜ (hold)

Journal Screens: Quest - Map - Bestiary

Select / Use / Teleport / View	⊗
Back	△
Toggle Info	Ⓜ (hold)

Merchant Screen

Buy / Sell	△
More Info	Ⓜ (Hold)
Exit to Game	○
Equip / Un-Equip	⊗
Screen Navigation	Directional buttons



Introduction

Eighteen years have passed since a powerful and bloodthirsty warlord invaded the peaceful city of Koryn Thal. Today, the realm is one of chaos and oppression as the warlord-turned-emperor's strange and horrific minions continue to slaughter and enslave its people.

When members of a secret shapeshifter race, known as changelings, suddenly begin to disappear from the city streets, suspicions of an insidious plot to exterminate this ancient people lead many of its members to flee the city walls for survival. While struggling to evade capture and death in the war-ravaged kingdom, a small band of changeling refugees stumble upon a carefully guarded secret that rekindles the hope that freedom and peace can be restored to the realm.

Can these refugees-turned-heroes safeguard the only key to their survival or will it fall into the emperor's hand, dooming their race to extinction and their human cousins to endless oppression and strife?

Quick Start

Start the game

Press the up or down buttons to select "New Game"; press **X** to confirm selection.



Choose class

Press the up or down buttons to cycle through the five classes. Press **X** to select your class.



Enter name

Use the directional buttons to highlight characters and press **X** to enter them. To delete, press **△**. You can shift between capital and lower case with **□**. Press **R** to enter a space or highlight "Space" and press **X**. Highlight "Accept" and press **X**.



Customize skin tone

Press the up button to highlight the current color. Press $\otimes$; move the selector to your color palette choice and press $\otimes$ to select it. Alternately, select "Randomize" and press $\otimes$ for a random color pick.



Highlight "Accept" and press $\otimes$.

Customize hairstyle and color

Press the up button to highlight the hairstyle slider. Press the left or right buttons to move the slider and change hair-styles. Press the down button to select the hair color palette. Press $\otimes$; move the selector to your color choice and press $\otimes$ to select it. Alternatively, select "Randomize" and press $\otimes$ for a random color and style pick.



Highlight "Accept" and press $\otimes$.

Assign attributes

Press the up and down buttons to select an attribute. Press the left or right buttons to assign points to an attribute.



Highlight "Accept" and press $\otimes$.

Select game type

Select "Single Player Game" using the up or down buttons; press $\otimes$ to confirm selection.

Move your character

Use the analog stick to move your character.



Get clues

Move character onto question mark symbol and press $\blacksquare$ to receive clue. Press $\blacksquare$ to progress through clue dialog.

Attack enemies

Approach enemy and press **X** to attack. Hold **X** to execute a charged attack.

Open chests, pick up loot

Move close to chest and press **□** to open it.

Pick up loot

Move over treasure that appears and press **□** to pick it up.



Open doors

Move in front of a door and press **□** to open it.

Creating Your Character

In *Untold Legends™ The Warrior's Code™* you have the opportunity to adventure as one of five character classes, each tailored to slightly different styles of play. Each character also has an exclusive set of special abilities that can be developed in different ways. In addition, each character has a unique changeling form into which he or she can transform.

Choosing Your Character Classes

Use the directional buttons to select the character you would like to play and press **X** to accept. Press **○** to return to the Main Menu.

Your gameplay experience will vary depending on which character you choose to play and how you develop its special abilities, so we encourage you to experiment and try several different characters.

Guardian

This one-time soldier has been a part of the changeling underground movement since the fall of the capital city. After eighteen years, his chance to return to the fields of battle has finally arrived.

A true champion of his people and the city for which he fights, the Guardian faces his enemies with sword and shield.

Changeling form: Beast



Mercenary

This tough-as-nails warrior has an ego that's as sharp and as deadly as her gruesome blade. Armed with a dual-sided poleaxe and a wicked saw-blade launcher, this Amazon-like warrior mows down her enemies with sanguinary satisfaction.

Changeling form: Fury



Disciple

Normally opposed to the taking of life, the patient and wise Disciple has been forced to take up arms in defense of his people. Wielding the ancient mysticism of his changeling ancestors (and a shotgun for good measure), the Disciple joins the fight against all those who threaten his people's very existence.

Changeling form: Behemoth



Prowler

This mysterious and lone hunter prowls the shadows, cutting down the Warlord's agents without mercy or fear. Known as the Prowler, this swift and agile assassin utilizes dual blades, martial kicks and a cesta (used to throw a steel ball at high velocity to annihilate his enemies).



Changeling form: Dervish

Scout

Vivacious, cunning and wily, the Scout is a versatile and lithe combatant who utilizes her small stature to outmaneuver enemies. Favoring twin daggers and a large repeating crossbow, the Scout poses a very real threat to those who might underestimate this youthful combatant's prowess and determination.



Changeling form: Hellcat

Naming Your Character

Be sure you choose an appropriate name for your character. This is the name that will be displayed for you in multiplayer games as well as on the *Untold Legends™ The Warrior's Code™* online leaderboards.

Customizing Your Look

There are several options to create a unique look for your character. As you play the game, you will also find powerful weapons and armor to further customize your appearance.

Skin Tone, Hairstyle, Hair Color

Each character can choose among different hairstyles and colors. Choose your options using the directional buttons. Press **X** to make a selection. When you are satisfied with your choices, select "Accept" and press **X** to move to the next option.



Press **O** at any time to go back through your options.

Assigning Attribute Points

Attribute points help to determine your character's base abilities. Each character class has slightly different starting attributes to represent the unique strengths and weaknesses of that class. In addition, you start the game with 10 bonus attribute points that you can spend to customize your character.

	Strength	Intelligence	Dexterity	Stamina
Mercenary	√	√		
Scout		√	√	
Disciple		√		√
Prowler	√		√	
Guardian	√			√

Allocate your bonus points using the directional buttons. Select "Accept" and press **X** when you are satisfied with your distribution. Press **O** to go back to the appearance options.

The following is a list of attributes and how they affect gameplay:

Strength

- Increases the amount of damage delivered in melee attacks
- Increases the chance of scoring a critical strike when using ranged weapons
- Increases the amount of weight your character can carry

Dexterity

- Increases the amount of damage delivered with ranged attacks
- Increases the chance of scoring a critical strike when using special abilities
- Increases your character's ability to break through an enemy's block

Intelligence

- Increases your character's total amount of power
- Increases the chance of scoring a critical strike with melee weapons
- Increases the chance of finding unique items

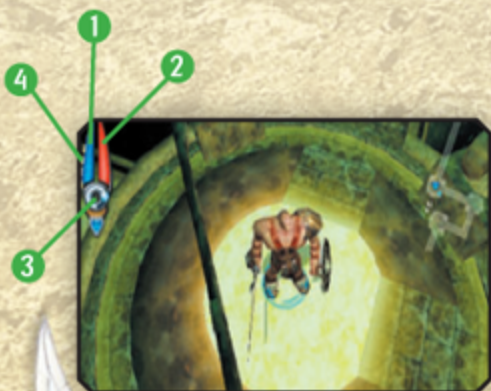
Stamina

- Increases your character's total amount of health
- Increases the chance of scoring a critical block
- Increases the duration of your character's changeling form

Game Screen and User Interface

Resource Meters

1. Power bar (blue)
2. Health bar (red)
3. Essence meter (white)
4. Experience bar (yellow)



Health

Health represents how much punishment your character can absorb from enemies before dying. When enemies hit your character, he or she will lose health. If the health bar runs out, your character will die. As you advance through the game, your character will gain more health.

Health regenerates over time. Health potions and certain special abilities can dramatically increase this regeneration rate.

Power

Power is the energy your character spends to use special abilities. Different special abilities consume different amounts of power. If your character does not have enough power available for a special ability, that ability cannot be used. As you advance through the game, your character will gain more power.

Power regenerates over time. Power potions and certain special abilities can dramatically increase this regeneration rate.

Essence

Essence allows you to transform into a beast of considerable power for a short period of time. As you defeat enemies, a white ball of light will appear and be absorbed by your character. This will add to the essence meter, as long as it is not already full.

When the essence meter is full your character will be able to transform (hold **L** and **△**). After the transformation ends, the essence meter will be depleted and must be filled once more to allow you to transform again.

Experience

Experience shows the progress your character has made toward earning the next level. As your character defeats enemies and solves quests the experience bar will fill. When it is completely full and resets, your character will earn a level. You may then train up or learn new special abilities.

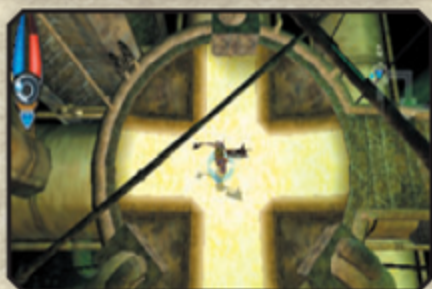


Mini-Map

Hold **L** and press

SELECT to toggle the mini-map.

The map can appear small in the upper right corner of your screen, larger in the center of your screen, or can be turned off. Your character is represented on the mini-map by a colored triangle.



Multiplayer note: The colored triangle on the mini-map corresponds to the color of the ring around your character's feet. In multiplayer games, you will be able to keep track of your friends' locations using the colored arrows on the mini-map.

Character Information Screens

Your character's vital statistics and abilities are displayed in the character information screens. To view these, press **SELECT**. There are three main sections, and three subsections within each of these. Press **L** or **R** to move through the sections.

Inventory

Your character's inventory covers weapons and armor equipped and carried, as well as miscellaneous carried items such as potions.

Equipment that appears red in your inventory cannot be used or equipped. Equipment that appears yellow requires a higher player level to be used or equipped.

Weapons

There are three types of weaponry you can carry: melee weapons, ranged weapons and ammo. To use melee or ranged weapons you must equip the weapon of your choice. Highlight the weapon you wish to equip using the directional buttons. Press **X** to equip or unequip an item. A green letter "E" will appear in the lower right corner of the weapon icon to indicate that it is currently equipped.



Ammo is automatically drawn from your inventory when you use your equipped ranged weapon.

Armor

There are five armor types kept in your inventory: head armor, body armor, hand armor, foot armor and shields. To wear armor, you must equip it. Highlight the armor you wish to equip using the directional buttons. Press **X** to equip or unequip an item.



Note: Only Guardians and Disciples may equip shields.

Trinkets

There are five types of trinkets you can find: potions, earrings, necklaces, rings and gems. These are found on the Trinkets screen of your character's inventory. Earrings, necklaces and rings may be equipped like armor and weapons (press **X** to equip an item).



Character

The character screens display information on your character's attributes, combat skill, resistances, health, power, special abilities and transformation bonuses.

Stats

The Stats page displays all the vital information about your character, from attributes to resistances. From this page you can level up your attributes, such as strength and intelligence, by highlighting an attribute using the directional buttons and pressing **X**.



Your character's resistances represent his or her ability to negate damage taken from certain kinds of attacks, such as poison or cold.

Specials

The Specials page shows special abilities your character can learn to level up. These abilities have a wide variety of effects. When you level up you may spend available points on these abilities by pressing **X**. You may acquire a new special ability by putting a point in it. Abilities you have already bought may be improved by adding more points to them as you level up.



Special abilities are assigned buttons to use them. You may change these assignments by highlighting a special ability and pressing **△**. Then, press the button you wish to use to activate that special ability.

Perks

Transformation

Being a changeling, your character is able to transform into a creature of considerable power for short periods of time. The creature your character transforms into is shown at the bottom right. As you level, your changeling form will automatically grow in strength.



Runes

You may discover runes as you play. These may be used to enhance your character by equipping them (highlight the rune and press **X**). Each rune is inscribed with a "trait" that is granted to your character when the rune is equipped. You can have up to two runes equipped at a single time. You may not remove a rune after equipping it, instead when you equip a new rune, the rune it replaces is destroyed.

Journal

Quest

Quests and goals you have completed or are currently working on will be kept in your journal. You can find out what your current mission's goal is by entering the task list by pressing **X** and then using **□** to gain more information on individual tasks and quests.

Map

This shows the map of the current chapter. To get additional information about a location you have visited, select the location and press . You can also quickly travel to a location you have already discovered by highlighting the location and pressing .

Bestiary

Your journal will track the enemies you have encountered in the Bestiary. To find out information about an enemy you have encountered highlight the enemy and press .

Playing the Game

Untold Legends™ The Warrior's Code™ is an exciting, fast-paced, fantasy game of combat and questing. As your character explores the world, he or she will encounter many dangerous enemies and friends needing help while working to unravel mysteries.

Main Menu: Pausing and Saving Games

You may pause the game at any time and access the Main Menu by pressing . Use the directional buttons to select a menu option and press . Pressing  from the Pause Menu will return you to the game.

Save Game

This option lets you save your progress. If your character dies, he or she will be returned to your last saved game point.



Exit

Returns you to the game.

Combat

There are two ways to attack an enemy: up close with melee and at range. To switch between melee and ranged attacks, hold **L** and press **○**.

Melee

Engaging an enemy in melee is as easy as moving your character in close and pressing **×**. Your character will take swings with his or her melee weapon if it is equipped and readied (hold **L** and press **○** to switch between your readied melee and ranged weapons).

Ranged

To attack with a ranged weapon, use the analog stick to aim your character at an enemy, then press **×**.

Blocking

Hold **L** and press **×** to block. Blocking will lessen the damage your character suffers from enemy attacks. While blocking, your character is still vulnerable to attacks from behind. Be aware that monsters can block too!

Note: Blocking is only effective against normal attacks.

Special attacks from enemies may not be mitigated by blocking.

Special Abilities

Each class has special abilities that enable more advanced strategies to defeat enemies. **△**, **○** and directional buttons are assigned to abilities from your Special Ability character information page.

Press **△** or **○** to use your assigned special abilities. Note that special abilities have a wide array of effects so be sure to read how they are used by going to your Special Abilities character information page, highlighting an ability, and pressing **■** for details.

Health and Power Potions

Health and power potions will quickly regenerate your character's health and power. Larger potions restore more health and power than smaller potions and will be more useful as your character's health and power pools become larger with advancement. You need to manage your character's supply of potions effectively if you are going to succeed in your quest.

To use a health potion, press **R**. To use a power potion, hold **L** and press **R**.

Charged Attacks

Your character can execute a special move in combat called a charged attack. Press and hold **X**. A meter will appear and build up to full. Release the button to execute the charged attack.

Attacks of Opportunity

Some enemies will become vulnerable before or after strong attacks or certain special ability attacks. You will know an enemy has become vulnerable by the red circular display that will appear beneath it. This gives you an opening to perform an attack of opportunity.

To execute an attack of opportunity, approach the vulnerable enemy and press **□** for special effects:

- Quickly press **□** for an Essence Strike
- Hold **□** for a Clear Recovery
- Hold **□** longer for a Loot Quake



Dying

When your character's health reaches zero, he or she will die. Your character will be revived at the last checkpoint reached within the level, your last save location within the level or the entrance of the map as appropriate. All progress made since that point, including monsters killed, experience earned and loot found, will be lost.

Co-op Multiplayer Note: If a character dies during a co-op multiplayer game, he or she can be revived if the survivor goes to any checkpoint or exit. If both characters in a co-op multiplayer game are killed, they will be revived at the host's last checkpointed location or the entrance of the map in which they died.

Objects and Non-Player Characters

The world is full of objects and individuals with which you may interact. To talk to NPCs, open chests, doors, and perform other interactions, press **□** when near the object or NPC.

Talking to Non-Player Characters

Talking to other characters you meet on your journeys will be vital to your success. To talk to an NPC, approach the NPC and press **[E]**. To advance the conversation, press **[E]** again.

Opening Chests

Great treasures are found in chests, so be sure to open every chest you come across. To open a chest, approach it and press **[E]**.

Breaking Boxes

Some objects your character encounters may be broken, such as boxes that can reveal hidden treasure, or walls that can reveal hidden passages. Press **[X]** to attack the object as you would an enemy.

Special Equipment and Items

Runes

You may discover runes during your adventures. These are inscribed with "traits" that you can equip to add additional bonuses to your character. You can equip them on your Bonus screen.



You can only have two runes equipped at a time. When you equip a new rune, the rune you are replacing will be destroyed.

Gems

In your adventures you will discover special Gems. Gems are used to enhance your weapons, armor and shields by adding special magical effects to them.

To add a Gem to a piece of equipment:

1. Press **[SELECT]** and navigate to the Trinkets Inventory screen.
2. Select a Gem from your inventory using the directional buttons.
3. Press **[X]** to use the Gem.
4. Use **[L]** or **[R]** to navigate to the screen with the Item you want to enhance.
5. Select the weapon, armor or shield you wish to enhance using the directional buttons.
6. Press **[X]** to apply the Gem.

Quests and the Quest Journal

There are a wide variety of quests you can perform in the game, including slaying monsters, saving hostages and recovering ancient artifacts. As you complete quests, your quest journal will update with information and hints on how to proceed.



The quest journal will help you track your progress through a quest and direct you to your next goal. If you're not sure what to do next, your quest journal can point you in the right direction.

Leveling Up

When your character's experience bar (located on the left side of the power bar) fills completely and resets, you will be able to level up attributes and abilities.

Use earned points to distribute as you see fit. Leveling up will also grant your character more health and power.



After you receive a level up message, press **[SELECT]** and navigate to your character information screens using **[L]** or **[R]**.

Leveling Up Attributes

You can improve your character's four main attributes when you level up. From the Stats character info page, highlight the attribute you wish to level up: Strength, Stamina, Intelligence or Dexterity. Press **[X]** and use the right button to add earned points to the attribute. You may deduct points you just added to the attribute by pressing the left button if you have not yet accepted the addition of points. You cannot deduct points out of your current base attribute score. When you are satisfied, press **[X]** to accept.

You may have multiple points to use for improving attributes when you level up, and you may spread them out among your attributes as you like.

You do not have to spend all your points. You may save them for use later.

Leveling Up Special Abilities

On the Specials character info screen, use the directional buttons to highlight a special ability you would like to improve. Press **X** and press the right button to apply available points to the special ability. The more points a special ability has in it, the more powerful it is. You may deduct points you just added to the special ability by pressing the left button if you have not yet accepted the addition of points. You cannot deduct points out of your current base special ability score. When you are satisfied, press **X** to accept.

You may apply level up points to special abilities you currently have, or you may use them to acquire new special abilities you have not yet spent points on.

Transforming

As you defeat enemies, your character will absorb essence. This is tracked by the white ring on your resource meter, below health and power. When the ring is full, your character will no longer absorb essence and will be able to execute a transformation. This will turn your character into its changeling form. Your character can only maintain this form for a limited amount of time, but during this time he or she is very powerful with stronger attacks and defenses.



To transform, press and hold both **L** and **△**.

Buying and Selling Items

There are several merchants in the game who anxiously await your business. To initiate a transaction with a merchant, approach the merchant and press **□**.

Buying Items

Browse through the merchant's inventory and use the directional buttons to select an item you would like to purchase. To purchase the selected item, press **△**. The sale price will be deducted automatically from your character's money supply.

Selling Items

Selling items you have found that your character cannot use or no longer desires is the best way to acquire money. Use **R**, **L** and the directional pad to search your inventory for the item you wish to sell. Note the purchase price the merchant is willing to pay. To sell the selected item, press **△**. The purchase price will be added automatically to your character's money supply.

Multiplayer Games

Untold Legends™ The Warrior's Code™ is even more fun with your friends!

Connection Types

Multiplayer Adhoc

This connection is for players who are all within close proximity of each other, such as in the same room. In this type of game, the players' PSP systems talk directly to each other, and no additional hardware is required. This is a great way for you and your buddy to adventure together.

Multiplayer Infrastructure

This connection is for players who have access to a wireless Internet hot spot. With this connection, players from all over the world can connect their PSP systems and adventure together, as well as compete against one another for position on the

Untold Legends™ The Warrior's Code™ online leaderboards at:
<http://untoldlegends.station.sony.com/thewarriorscode>.

Note: Player responsible for Wi-Fi Fees.

Multiplayer LAN

This connection is for players who have access to a local wireless network. The wireless network acts as a bridge connecting the local PSP systems.

Game Types

Co-Op Campaign (2-Players)

Play through the campaign with a friend.

Player vs. Player (2-4 Players)

Frenzy	Player with the most kills wins.
Gold Rush	Player with the most gold wins.
Survive!	Last player alive is the winner.
Hunter	First player to hit the kill limit wins.
Robber	First player to hit the loot limit wins.
Miser	The player who holds onto the treasure longest wins.
Capture the Flag	Capture your enemy's flag and bring it back to your base to win.

Team Variations (4 Players)

All team games are 2-on-2.

Starting a Multiplayer Game

1. Select "New Game" or "Load Game" from the Title Menu and press **X**.
2. After loading or creating a character as normal, you will be presented with the Main Lobby screen. From here you can create a new game, join an existing game and chat with other players in the lobby.
3. Choose one of the multiplayer game options and press **X**.

Create a New Internet Connection

Highlight "New Connection" and press **X**.

Follow onscreen button prompts on the PSP™ to setup the new connection.

Create a Login Account

1. Select "Create Account" from the Login screen in multiplayer infrastructure and press **X**.
2. Press the right and left buttons to highlight a date field and press **R** and **L** to change Day, Month and Year.
3. Press up or down to highlight "Submit" and press **X**.
4. Move the cursor to "Username" and press **X**.
5. Choose a username, this name will be displayed on the Leaderboards and used on future logins.
6. Move the cursor to "Password" and press **X**.
7. Choose a password, this password will be required each time you login to infrastructure.
8. Move the cursor to "Password Confirm" and press **X**.
9. Re-enter the chosen password.
10. Highlight "Create" and press **X**.

Note: Usernames and passwords must be between 4 and 15 alphanumeric characters and both are case-sensitive.

Hosting a Multiplayer Game

From the Main Lobby screen press .

On the Game Creation screen, use the directional buttons to highlight the various options and press **L** or **R** to alter the settings for that option. When finished, press  to jump to the Game Lobby. Pressing  will return you to the Main Lobby screen.

Game Name

Enter a custom name for your game.

Number of Players

Select the number of players for your game.

Note: Co-Op games are limited to 2 players and Team games require 4 players.

Password

Enter a password for your game, if desired.

Game Type

Select the type of multiplayer game you would like to host.

Arena

Select the arena you would like to play in.

Note: This option is not available in Co-Op Campaign games.

Enemies

With this option selected, enemies will also be populated in the Arena.

Note: This option is not available in Co-Op Campaign games.

Respawn

Set the amount of time in seconds before slain enemies will respawn.

Note: This option is only available in games where the Enemies option is selected.

Custom Victory Rule

This option is variable depending on the type of game selected and enables you to fine-tune the victory rule to suit your taste.

Joining a Multiplayer Game

From the Main Lobby screen use the directional buttons to highlight the Game List element and press . Use the directional buttons to highlight the game you would like to join and press . If the game you are trying to join requires a password, you will be prompted to enter it. Press  to cancel.

Credits

GAME DEVELOPMENT

Producer

Robert Hill

Lead Programmer

Brandon Bogle

Programming

John Abad

Brian Crowder

Michael Roca

Andrew Skirvin

Lead Artist

Todd Luallen

Lead Environment Artist

Kurt Klockau

Art

Satoshi Arakawa

Kevin Burns

Patrick Dalley

Jonathan Rohland

Damian Schouweiler

Kyushik Shin

Sebastian Strzalkowski

Lead Designer

Bill Trost

Design

Jeremy Albert

Amanda Flock

Nels Nelson

Director of Development

Nicholas Beliaeff

Writer

Marianne Krawczyk

Additional Programming

Ian McCown

Additional Art

Stone Perales

Victor Soto

Nathan Temple

Additional Design

Shad Halsey

Matt Higby

Joe Russo

John Troy

Art Direction Advisors

Mat Broome

Joe Shoopack

Cut Scene Animators

Pako Bagur

Raji Barbir

Floyd Bishop

Rebecca Dominguez

Paul Mikulecky

Dan Santos

Interstitial Post Production

Brian Patience

Special Thanks

Paul Balon

Nathan Bosia

Aaron Brunstetter

Chris Clark

Matt DeVico

Chris Eden

Mohammed Khan

Russ Patterson

Tamara Sanderson

Rolando Simeon

Robert Trickey

Glen Van Datta

AUDIO

Audio Director

Michael Smith

Project Manager

Glenn Snyder

Sound Designers

Chad Mossholder, Fryda Wolff

Voice Over Coordinator

Joy Kosenski

Music Composition

Laura Karpman

VOICE OVER**Produced by**

Sony Online Entertainment

In Association with

ZRO Limit Productions

&

Animaze, Inc.

Producers

Yutaka Maseba

Haruyo Kanesaku

Assistant

Kanae Seki

ADR Director

Kevin Seymour

Recording Facility

Magnitude 8 Post

Les Claypool III

Digital ADR Tracking

Collin McQueen

Preston Martin

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Director of Development

Nicholas Beliaeff

Vice President of Customer Service & Quality Assurance

George Scotto

Executive Director of Quality Assurance

Tony Rado

Quality Assurance Manager

Rob Thompson

Quality Assurance Supervisors

Shad Halsey, Jason Boone,

Andy Lamp, Taylor Haley

Quality Assurance Lead

Christopher Fritchhoff

Quality Assurance Analysts

Marlon Barroquillo, Kevin Shoemaker,

Christine Penley, Ryan Lynch,

Anthony Port, Zack Simms,

Jason Woerner, Joe Spivey,

Michael Rose, Dio Elgin,

Michael Lunn, Charles Mack,

Brian Doss, Rusty Trevino,

Chris Irwin, Rod Haza,

Nick Munford and Ryan Wells

TRC Specialists

David R. Curington, Vincent Pang

Compatibility Lab

Ryan Antonelli, Jason Zimmerman,

Chris Johnson, Josh Potter, Joe Obezo

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Marketing Coordinator

Ari Ziegel

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Robert Liguori, Mike Meyer,
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Taina Rodriguez, Taskin Sayilir,
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Phil Tish, Lauren Zeiger

BUSINESS DEVELOPMENT

Cindy Armstrong

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Matt Sivertson

Localization Managers

David Kim, Stacey Sofia-McDaniel,
James Whisenant

Technical Lead for International Operations

Robert McEntee

Localization Team

Katty Bashir, Bernard Dambron,
Stacy Griebel, Jacky Ho,
Devon Kim, Christopher Lee,
Lina Liang, Bill Mauer, Jason Polk,
Adriano Vasco, Kumiko Yasa

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